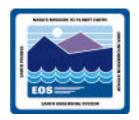


On-Demand Processing Drill-Down Mark Huber

mhuber@eos.hitc.com

1 November 1995

Overview



On Demand Processing

- Processing initiated by the Data Server
- Occurs in Processing Strings
- Transparent to Data Server client
- Used to produce "standard" products
- Used to produce "one-time" products
- More details in DID 305, Volume 24 and Volume 26

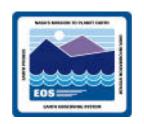
ECS Context

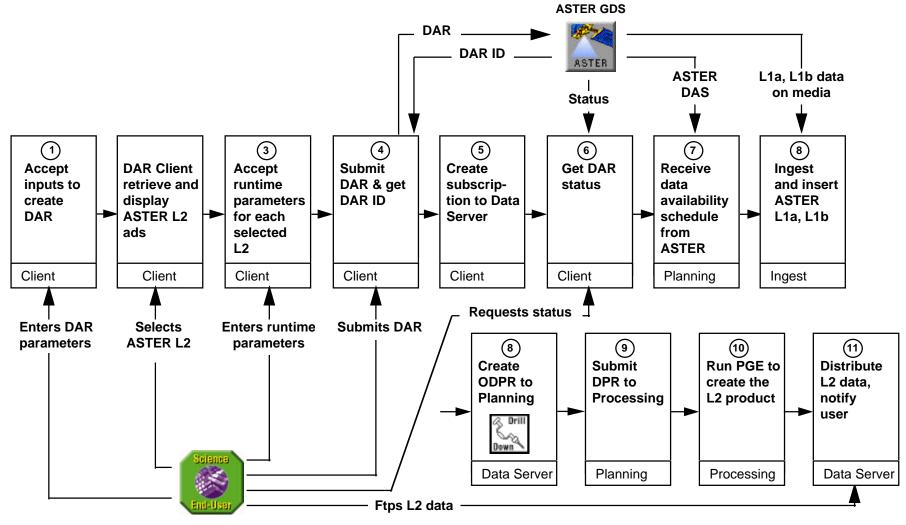
- Data Server Subsystem
- Planning Subsystem
- Processing Subsystem

Scenario Context

- Pull
 - DAR

DAR Scenario Functional Flow





Design Drivers



Architectural Drivers

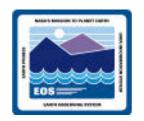
- Support balance of process vs. storage
- Support for Compute Intensive Post-Retrieval Processing
- Support for products that are naturally produced On-Demand

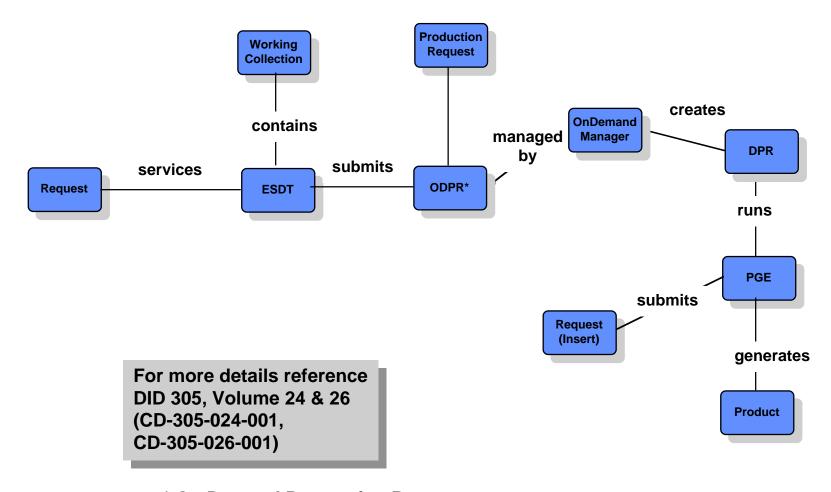
New Release B features

Entirely new for Release B

Software Design

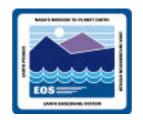
High Level Class Model

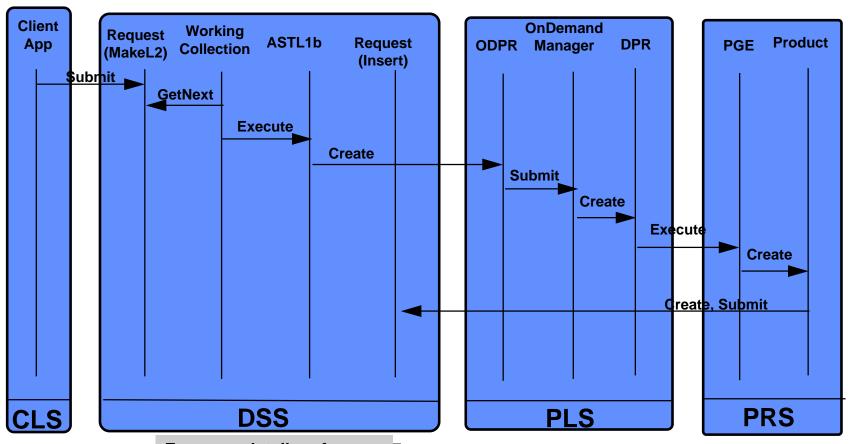




^{*} On Demand Processing Request

Software Design High Level Event Trace





For more details reference DID 305, Volume 24 & 26 (CD-305-024-001, CD-305-026-001)

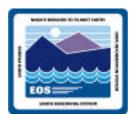
Evolutionary Features



Scalability

- Processing Requests can be Distributed Over Processing Strings
- System can Virtualize Custom Products to Allow for Larger User Exposure Without Increased Storage Needs

Current Status



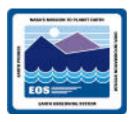
Prototypes

Update Virtual Metadata Study

Next Steps

- "Finalize" ASF Requirements and Refine the Design
- Analyze planning implications with regards to "nested" product dependencies
- Analyze impact of run-time parameters:
 - How will the client prompt for germane values
 - How/can we reflect run-time parameters in Virtual Metadata

Summary



On Demand Processing Highlights

- Transparent to the User
- Implemented at the Data Type Service
- Directly Supports Production vs. Store